

Double Hand Poker

The Silver Fox Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against, The Silver Fox Casino.

1. **GAME DESCRIPTION:**

Double-Hand Poker is played with 53 cards: a standard 52-card deck and one Joker. The Joker may be used as an Ace or to complete a straight or a flush. The game is dealt on a baccarat style table (also know as batman table 72" X 120") to seven players (positions). The dealer button denotes which one of the seven players is the player/dealer for that hand.

2. The house dealer will deal seven hands (piles). Each hand contains seven cards all dealt face down. The player/dealer selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand. The dice cup (containing three dice) is shaken by the player/dealer to determine which seated player (position) receives the first action hand. The player/dealer is always counted as numbers 1, 8, or 15, in a seven handed games with 53 cards. The house dealer will deal each player (position) a pile which consists of seven cards each. The player/dealer's hand is kept face down in front of the house dealer.
3. The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.
4. After all players have set their hand, the house dealer opens the player/dealer's hand. The player/dealer will determines which way the hand is set.

5. **Rank of Hands**

- | | |
|--------------------|---------------------|
| (a) Five Aces | (g) Straight |
| (b) Royal Flush | (h) Three-of-a-Kind |
| (c) Straight Flush | (i) Two Pair |
| (d) Four of Kind | (j) One Pair |
| (e) Full House | (k) High Card |
| (f) Flush | |

Note: An Ace may be played high or low for a 5-card straight.

Example: 5-4-3-2-A = Low straight
A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush.

6. ***Object of the game:***

To win the hand, both the front and back hands must rank higher than the player/dealer's hands. If both of the player/dealer's hand rank higher than the player's two hands, the player/dealer wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hands is called a copy. The player/dealer wins all copies.

The player/dealer may only receive action on the amount wagered. Once the player/dealer's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.

7. The player/dealer's hand will not be opened until all hands have been set with the exception of a "House Way" hand.

8. A player has a foul hand if:

- (a) The two-card front hand is stronger than the five-card back hand, or
- (b) The player does not have exactly two cards in the front hand, or
- (c) The player does not have exactly five cards in back hand.

9. A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.
10. A misdeal will be declared if:
 - (a) A Joker or an Ace is boxed or exposed, or
 - (b) if two or more cards boxed or exposed, or
 - (c) the player/dealer's hand does not have the correct number of cards.
11. A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off after the player/dealer's is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have looked at their hands, before the player/dealer hand is open, they may or may not be allowed to ask for a House Way play.
12. Any House Way hand improperly set by the house dealer will be reset by Management.
13. The house dealer cannot allow the player/dealer to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset to House Way by Management and play will continue.
14. The player/dealer's hand is not set until he has signified his final decision in an obvious manner to the house dealer.
15. Any player may request a new set up before the first bank. Only the player/dealer may request a change of deck between the first and second bank.
16. When two identical cards are turned up, the hand will be declared a misdeal.
17. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.

18. If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.

19. House fee collection will be collected as follows:

Prior to the play of a hand, and without regard to the dollar amount wagered, a fixed fee will be charged for each betting transaction a player makes. The amount of the fixed fee to be paid, the minimum and maximum betting limit for each betting transaction, and the maximum number of transactions allowed will be posted at each individual table. (see house rule #31)

If it is determined that a player did not pay his collection prior to the play of a hand, The following penalty will be imposed:

- a. Should the wager in question win and it is determined that no collection was paid, the wager will not be paid and the player will risk being barred from the casino.
- b. Should the wager in question lose it is determined that no collection was paid, the wager will have action and the customer must pay the collection for the wager or be barred until the collection is paid.

SILVER FOX GENERAL HOUSE RULES OF **DOUBLE HAND POKER**

1. Each player has the option of being the player/dealer for two consecutive hands on any betting position wagered on the previous hand. All players play their hands against the player/dealer's hand only.
2. A Silver Fox employee on duty or off duty never makes a determination regarding play of a customers player/dealer's hand, other than their own hand.
3. Each table and each betting circle has a spread limit defining the minimum and maximum amount that may be wagered in each betting spot. Players must wager at least the table minimum. Less than minimum bets will not receive action. Any amount wagered over the maximum table limit will only receive action up to seated maximum.
4. The active player/dealer may designate any person to shake the dice except a Silver Fox employee on duty.
5. There is no maximum on player/dealer wagers, and the minimum player/dealer wager is \$10.00.
6. All cash will be changed to chips. All bets will be paid in chips.
7. The player/dealer position is established as Seat#1 (which is the first seat to the left of the house dealer) and it is rotated clockwise. All action goes clockwise, starting with the action button.
8. The player who controls the seat is the active player for that position.
9. The active player in control of a seat has the option of allowing back-line play on a position upon which he is wagering. Bets may only be placed in the spots provided on the table layout.
10. The seated player may not prohibit any player from wagering on a position if he himself is not wagering on it. Once a player has wagered on this position, that player is allowed to wager or back-line if a spot is open.
11. Back-line players may participate in the play of the hand. If the active player and back-line player(s) disagree over the play of the hand, the

player with the largest wager that will receive action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.

12. When the back-line player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the house dealer to stop the action before the active player acts.
13. In the player/dealer position, the player with the largest wager in action makes the final decision when there is a disagreement on the play of the hand.
14. Once the house dealer has released the dice and announced "no more bets," players may not change their wagers. Penalty: Possible forfeiture of wager to the extent that money covers. A player may be barred from play and subject to prosecution.
15. Each player must put the entire wager in the spot before the dice cup is opened by the house dealer. Only money in the spot plays. Stating "money covers" or other call bets are not acceptable.
16. Active players are entitled to ask the house dealer the amount of the player/dealer's wager, to the extent that it affects the play of their hands.
17. If there was no wager in the previous hand, no one may be the player/dealer on that spot.
18. A player may see all hands on which he has wagered, but may set only the first hand he looks at. All other hands must be set or played "house way".
19. "Kum-Kum" bets will be paid off and/or collected as one bet.
20. Players who choose to bet Kum-Kum must each wager at least the minimum bet permitted at that table.
21. Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for setting disputes that arise from Kum-Kum bets.
22. A player removing a winning wager from the betting circles may be paid the minimum bet (to the extent money covers), if the correct amount of the wager cannot be determined.

23. A player removing a losing wager from the betting circles may be barred and/or subject to prosecution.
24. Any attempts to switch, pass, or hold out cards will cause that hand to be fouled and forfeiture of that wager to the extent money covers. Any player(s) found guilty of such action will be barred and may be subject to prosecution.
25. No side bets are allowed.
26. A player may not surrender his hand.
27. All players are forbidden to show or discuss their hands with any other players not involved in that hand.
28. The player/dealer's hand will not be exposed until all hands have been set.
29. Any player having the wrong number of cards may have a fouled hand. If the hand is ruled foul, the wager will be forfeit to the extent money covers.
30. A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.
31. House fee collections will be collected prior to the play of the hand. Each circle, that has a bet, a collection fee of 50 cents will be taken. (minimum wager per circle is \$10.00 and maximum is \$45.00). The only limit that we will be playing is \$10.00 to \$45.00, per circle, and the collection fee is \$0.50 per circle.
32. The collection fee for the 1st player/dealer is \$2.00 and \$1.00 for each player/dealer after the 1st player/dealer.
33. Certain types of paraphernalia are not allowed on the playing surface of the table; i.e. radios, cell phones, beverage containers, tape and CD players, wallets, purses, reading materials, and similar items. Chip racks containing chips are permitted on the surface of the table.
34. Cell phone calls may not be made or taken while on the gaming floor or at a table. Players must excuse themselves from the game and move off the gaming floor to make or receive cell phone calls.

35. **Players are responsible for protecting their own hands and wagers at all times. Cards may not be removed past the edge of the table, cannot be touch by another person and must be kept in plain view at all times.**
36. **Double Hand Poker is multi-ethnic and various languages are spoken at the tables. In case of question or disputes, house rulings will always be given in English. House rulings may also be given in another relevant language if, in the Silver Fox's opinion, will assist the understanding of the ruling. Silver Fox request English only while hands is in progress.**
37. **By wagering in a Double Hand Poker game, players agree that Management has the final decision on who may play and the manner in which play is conducted. Discourteous or rude behavior, abusive language and unruly conduct are not tolerated. To make the games enjoyable and to protect players and employees from unpleasant situations, management supervises the behavior of participants in the games, excludes player as appropriate, interprets game rules, and makes decisions in the best interest of the game.**
38. **Management and floor person reserve the right to make decisions in the best interest of the game, even though a technical interpretation of the rules might dictate a contrary decision.**
39. **Management's decision is final.**

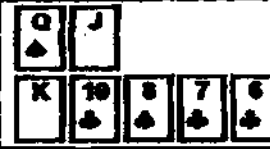
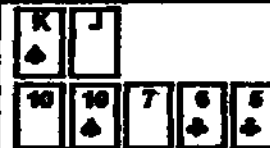

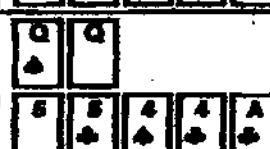
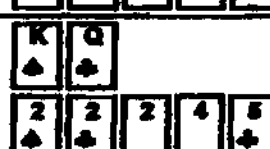

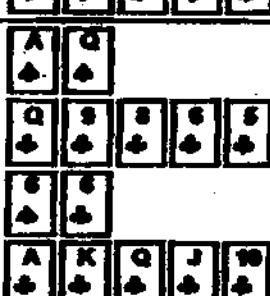


Silver Fox Casino

Double Hand Poker House Way

FULL HOUSE or TWO SETS	<p>Highest allowable pair in front.</p>	
FULL HOUSE and a PAIR	<p>Always play the highest pair in front with a full house behind.</p>	
FULL HOUSE AND STRAIGHT, FLUSH, or STRAIGHT FLUSH	<p>If three of a kind is Jacks, Queens, or Kings: Play the straight, flush, or straight flush behind and pair in front.</p> <p>If three of a kind is something else: Play the pair in front and the 3 of a kind in back.</p>	
FOUR of a KIND	<p>As, Ks, Qs - Split unless with a pair in front. Js, 10s, 9s - Split unless K or better in front. 8s, 7s, 6s - Split unless Q or better in front. 5s and below - Never split.</p>	
FOUR of a KIND and a PAIR	<p>Always play the pair in front and the four of a kind behind.</p>	
FOUR of a KIND and THREE of a KIND	<p>Play the highest ranking pair in front with either the four of a kind or a full house behind.</p> <p>Unless they are adjacent, in which case, always play the four of a kind.</p>	
FIVE ACES	<p>Put pair of aces in front.</p>	

Silver Fox Casino

Double Hand Poker House Way

NO PAIR	2nd and 3rd highest cards in front.	
ONE PAIR	Pair in back, highest two cards in front.	
TWO PAIR WITH OR WITHOUT ANYTHING ELSE	If high pair = As, Ks, Qs - split. Js, 10s, 9s - split. Except, with an A in front. 8s, 7s, 6s - split. Except, with an A or K in front. 5s, 4s, 3s - split. Except, with A, K, or Q in front.	
THREE PAIR	Highest Pair in Front.	
THREE OF A KIND	Three of a kind always in back. Except for 3 As. Then, pair of As in back - A and next high card in front.	
STRAIGHT, FLUSH, or STRAIGHT FLUSH and NO PAIR	Two highest cards in front that will leave any complete hand in the back.	
STRAIGHT, FLUSH, OR STRAIGHT FLUSH and ONE PAIR	Highest possible two cards (pair or no pair) in front that will leave and complete hand in back.	
STRAIGHT, FLUSH, OR STRAIGHT FLUSH and THREE PAIR	Highest pair in front.	
STRAIGHT, FLUSH, R STRAIGHT FLUSH and THREE OF A KIND	Play the straight, flush, or straight flush behind, in whatever combination yields the highest possible front hand.	

Blind Structure and Collection Rates for the Silver Fox

All the collection fees are collected from the pot in all **TEXAS HOLD EM** games before the end of the hand. The pot starts out with the blinds. There are no free hands and all blinds are part of the pot. If there is no action before the flop, then any extra money, after the collection fee is taken, will be split between the small blind and the large blind, with the large blind getting the largest portion that is left over.

2-4 Texas Hold EM

Blinds are \$2.00 and \$2.00 after the dealer button

- 12 handed to 6 handed
The drop is \$4.00, which is the collection fee.
- 5 handed
The drop is \$3.00, which is the collection fee.
- 4 handed to 2 handed
The drop is \$2.00, which is the collection fee.
Buy in is \$20.00

3-6 Texas HOLD EM

Blinds are \$2.00 and \$3.00 after the dealer button

- 12 handed to 6 handed
The drop is \$4.00, which is the collection fee.
- 5 handed
The drop is \$3.00, which is the collection fee.
- 4 handed to 2 handed
The drop is \$2.00, which is the collection fee.
Buy in is \$30.00

4-8 Texas HOLD EM

Blinds are \$2.00 and \$4.00 after the dealer button

- 12 handed to 6 handed
The drop is \$4.00, which is the collection fee.
- 5 handed
The drop is \$3.00, which is the collection fee.
- 4 to 2 handed
The drop is \$2.00, which is the collection fee.
Buy in is \$40.00

6-12 Texas HOLD EM

Blinds are \$3.00 and \$6.00 after the dealer button

- 12 handed to 6 handed

The drop is \$4.00, which is the collection fee.

- 5 handed

The drop is \$3.00, which is the collection fee.

- 4 handed to 2 handed

The drop is \$2.00, which is the collection fee.

Buy in is \$60.00

8-16 Texas HOLD EM

Blinds are \$4.00 and \$8.00 after the dealer button

- 12 handed to 6 handed

The drop is \$4.00, which is the collection fee.

- 5 handed

The drop is \$3.00, which is the collection fee.

- 4 handed to 2 handed

The drop is \$2.00, which is the collection fee.

Buy in is \$80.00

9-18 Texas HOLD EM

Blinds are \$6.00 and \$9.00 after the dealer button

- 12 handed to 6 handed

The drop is \$4.00, which is the collection fee.

- 5 handed

The drop is \$3.00, which is the collection fee.

- 4 handed to 2 handed

The drop is \$2.00, which is the collection fee.

The buy in is \$90.00

Before the Flop on a Spread Limit:

- Players (except for players going all-in) must bet at least an amount equal to the lower limit and no larger than the upper limit, in order to continue in the hand or fold. Players may never check before the flop.
- All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- If there is a bet, the remaining players must call the bet (unless all-in), raise the bet or fold.

Betting After the Flop:

- Players may check as long as no other player has bet.
- Players wishing to bet (except for players all-in) must bet at least an amount equal to the lower limit and no larger than the upper limit.
- If there is a bet, the remaining players must call the bet (unless all-in), raise the bet or fold.
- All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

Glossary of Terms

Spread Limit: Bets between the small and large Limit. I.E. If \$5-\$200 is the Spread Limit, then any amount from \$5 to \$200 can be bet.

Discretionary Bets: Betting in any amount above the small or large blind.

\$5-\$1000 Texas Hold'em Spread Limit

Blinds are \$5-\$10 (after the dealer button) with Discretionary Betting

1. Buy-in is \$200.00.
2. No limit on number of raises in a spread limit.
3. No Gold, Silver or Bronze Jackpot can be won.

\$4-\$500 Texas Hold'em Spread Limit

Blinds are \$4-\$8 (after the dealer button) with Discretionary Betting

1. Buy-in is \$100.00.
2. No limit on number of raises in a spread limit.
3. No Gold, Silver or Bronze Jackpot can be won.

\$2-\$200 Texas Hold'em Spread Limit

Blinds are \$2-\$4 (after the dealer button) with Discretionary Betting

1. Buy-in is \$50.00.
2. No limit on number of raises in a spread limit.
3. No Gold, Silver or Bronze Jackpot can be won.

Collection is the same as all Texas Hold'em games, which are \$4.00 per hand.

I. Introduction

In Texas Hold EM each player receives two cards singly, dealt face down as their initial hand. There is a round of betting after these cards have been delivered. In a 3-6-limit game, a player has to bet \$3.00 and you could have three raises of \$3.00 each. Three board cards (called "the flop") are then turned simultaneously face up in the center of the table and another round of betting occurs. In that round of betting you have to bet \$3.00 and you could have three raises of \$3.00 each. One more board card ("the turn") is then turned face up in the center of the table followed by another round of betting. In that round of betting you have to bet \$6.00 and again you could have three raises of \$6.00 each. The fifth board card ("the River") is then turned face up followed by a betting round. In that round of betting you have to bet \$6.00 and again you could have three raises of \$6.00 each. These board cards are community cards shared by all active players at the table. At the completion of each hand, each active player will have 7 cards, two personal and five community cards that are turned face-up in the center of the table. A player may use any combination of five cards (out of the seven total cards) to determine their best high hand. If you have two or more players with the same hand, then the pot is split between those players. You can also check a hand, if no bet has been made, in that round. If a bet is made, you must either call the bet, call the raise or you may raise or throw your hand away. A standard 52-card deck is used and no cards are added or removed and no jokers are used. An oblong dealer table is used. All HOLD EM games at the Silver Fox are dealt by dealers employed by the Silver Fox. The dealer table will have a drop box for the collection fee. A maximum of 12 players can play in the game.

Hold EM uses a dealer button to indicate the player who in theory dealt the cards for the pot. Anytime a new game is started; the dealer button will start at the number nine (9) position, which is the first seat that is occupied, to the right of the dealer. The player with the dealer button is the last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. The blind bet is used to start the action and initiate play. Blinds are posted by the two players who sit next (on the left side) to the dealer button. Action is initiated on the first betting round by the player on the immediate left of the 2nd blind. On all subsequent betting rounds the action is initiated by the first active player clockwise from the dealer button.

II. Rules

1. All the collection fees are collected from the pot before the end of a hand, in all TEXAS HOLD EM games, as there are no free hands and all blinds are part of the pot. The pot starts out with the blinds. If there is no action before the flop, then any extra money after the collection fee is taken will be split between the small blind and the large blind. Please see, Blind Structure and Collection Rates for the Silver Fox for a 2-4, 3-6, 4-8, 6-12, 8-16, 9-18, 12-24, 15-30 and 20-40 limits Texas Hold EM, as these are the only games that we are now playing.

2. The winning hand must show all cards prior to the pot being awarded. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player initiating the action must turn their hand over first upon completion of all action and the best hand wins (highest poker hand).

3. No rabbit hunting. No one other than the dealer is allowed to touch the discards.

4. Check and raise are permitted.

5. A bet and three raises are allowed for each betting round. There is no limit of raises with only 2 players remaining.

6. In all Hold EM games, the lower limit will be used on the initial betting round and the flop. The higher limit will be used on the 4th and 5th cards. I.e. 4-8 limit, \$4.00 bet on the initial betting round and the flop and \$8.00 bet on the 4th and 5th cards.

7. Set-up changes are allowed once every fifteen minutes, unless the deck is defective. If the deck is

defective it will be changed immediately.

8. If a player in action misses both blinds for any reason, they may resume play by posting the amount of the small and large blind (the large blind is live and the small blind is added to the pot) or they wait for the blind to return to them (in other words they have their bet in and have the option of raising the pot). A new player being seated from the rail or from another game does not have to post but must take the big blind if that seat is open. They cannot wait for the blinds and the dealer button to pass that seat before they play and they cannot come in on the dealer button.

9. A player may get full action on all his chips and may bet as little as one chip; however, a player may not miss or pass their blind for any reason. If the original bettor bets less than one-half a bet, the next player has the option of calling the short bet or completing the bet and so on, until all players have acted.

- One-half a bet or more is considered a full bet; therefore, if the original bettor bets one-half a bet or more, the next player may call the bet made or call the bet made and raise a full bet.
- At no time may a player complete a bet and raise that bet. An all-in play will not be considered a raise unless it equals one-half a bet or more.

11. String raises are not allowed. A player intending to raise, must have $\frac{1}{2}$ of the raise or more in his hand to complete the raise or verbally declare the raise before putting chips in the pot. If a player crosses the line with his chips, they must complete the action, by calling or raising.

12. It is suggested that players spread their hands in front of them. Any irregularities caused by a player throwing his hand onto the table shall be the responsibility of that player.

13. Any hand that remains intact is not a dead hand until the dealer has killed it. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck his hand. To have the hand considered live, turning it up may only be done by the owner of that hand or the dealer acting at the owner's explicit request. A hand thrown away and turned face up by another player is not a live hand and may be used for informational purposes only.

14. A card placed face up in the deck (boxed) card shall be treated as an exposed card. An exposed card is any card that lands face up or is severely flashed in flight.

15. If a player's hole card is exposed due to dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.

16. If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If it cannot be identified or if five or more cards are exposed on the flop, they will be taken back and reshuffled, except the burn card, which will remain burned. The dealer will then burn a card and proceed with the flop.

17. If cards are accidentally dealt to a "dead" (non-playing) position, the hand is dead and play will continue.

18. If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled, leaving the burn card burned.

19. If the dealer turns up the 4th card on the board before the round of betting is complete, the card is not in play. After the betting is complete, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not burn cards or discards. The dealer will then burn a card and deal the 5th card.

20. If the 5th card is turned up before betting is completed it shall be reshuffled in the same manner as the previous rule.
21. A player must show all cards in order to win the pot. One card up and the other face down is not a valid hand. Even those who are playing the board must show their hole cards in order to win the pot.
22. You must make at least a full buy-in upon being seated in a game. A player is allowed to make one short buy. You can add to your stack at any time. A player must make only full buy-ins after one short buy. One-half a buy-in or more is not considered a short buy.
23. Players must always keep their cards on or above the card table. Cards dropped off the table are dead.
24. A player can open, immediately to the left of the blinds, in the dark, for double the normal bet and will be considered a live blind. It shall not count as one of the three raises. All additional raises will be for the normal amount. All action following this first round of betting will be unaffected. I.e. 4/8 Hold EM: 1st player to the big blind's left can open for \$8.00 in the dark. Any raises will be \$4.00. The maximum amount of betting, for the player that opened in the dark, on this round only, would be \$20.00.
25. Any player deliberately acting out of turn will forfeit the right to initiate any raise.
26. Any active player that touches another player's cards will have a dead hand.
27. All players, while playing, will accept that the "Decision of the House or Floor person is Final".

OBJECT OF THE GAME

The object of the 21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers and/or a Joker/Ace is considered a "Natural". (This hand pays 2 to 1).
- A "Natural" beats all other hands.
- A Joker is "Wild"
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks. Minimum of 2 and maximum of 8 jokers must be used.

- Two Jokers and/or a Joker/Ace dealt, as the first two cards is the best possible hand and is also known as a "Natural".
- Any two cards consists of any ace with any face card is also the second best hand (Blackjack). Blackjack hand beats all other hands with the exception of Natural hands.
- An Ace has a value of either 1 or 11.
- Jokers are Wild.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

1. 21st Century Blackjack is played on a raised gaming table. The table seats seven players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52-card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a two decks, totaling 106 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "player/dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with

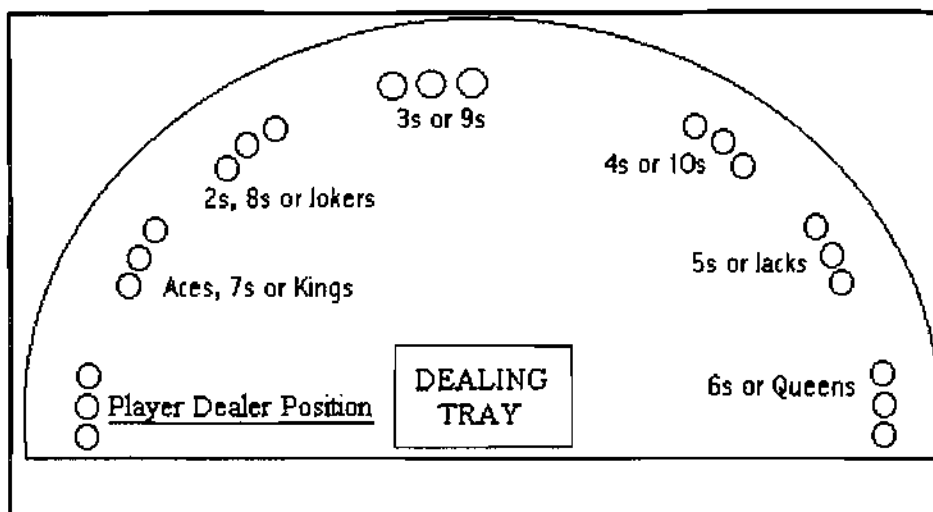
industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

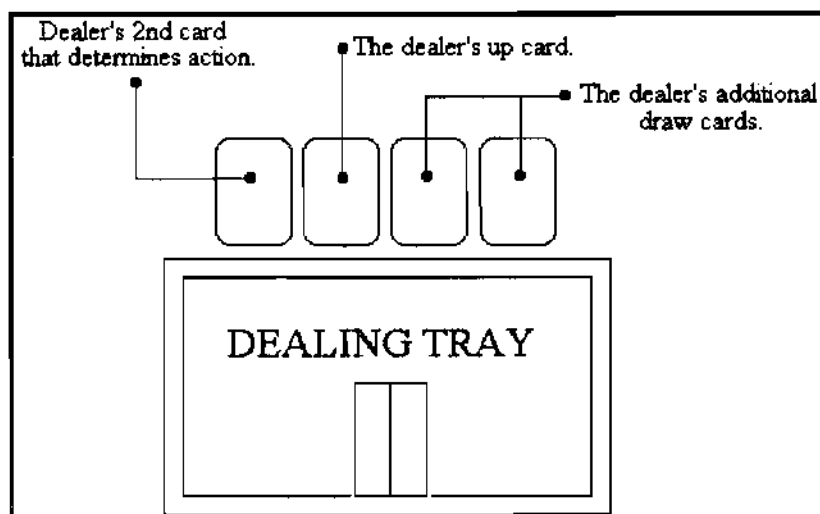
Rules for Players		
Must Stand on	Must Hit On	Have Option on
<u>Soft & Hard 21</u> <u>Natural</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>
		<u>20</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over player/Dealer hole card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer		
Must Stand On	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (the first two cards dealt are Jokers or Joker/Ace) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural", the hand is a push or tie, and no action is taken on the wager.
2. If a player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural", the player wins the hand.
3. If a player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural", the hand closest to a "Natural" wins.
4. If a player and the Player/Dealer have the same total and it is less than a "Natural", the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the Player/Dealer's totals are more than a "Natural", the following will apply:
 - 1) If the Player/Dealer is closer to a "Natural", the Player/Dealer wins the hand.
 - 2) If the player is closer to a "Natural" the player will "push" with the player /dealer hand.
8. The Player/Dealer wins all ties or pushes over a "Natural".
9. If a player has more than a "Natural" and the Player/Dealer has less than a "Natural", the Player/Dealer wins. The player would win if they had less than a "Natural" and the Player/Dealer had more than a "Natural".

10. Two cards 21(blackjack) beat all other hands. With the exception of two jokers (Natural)
11. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
12. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
13. Backline betting is allowed; subject to local ordinance or code.
14. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

DOUBLE-DOWN- Players can double-down on any two cards at anytime with the exception of all Natural hand and 21. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

SPLIT- Players can split any two cards with any value, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting and double-down of cards is permitted but not to exceed 2 splits or double-down from the initial hand.

SURRENDER- Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

ODDS

Player's Joker-Joker and/or a Joker Ace is a "Natural" and it pays 2 to 1. Any blackjack hands pays 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

21st Century Blackjack

Wagers

Each betting circle has a minimum dollar amount of \$5.00 to the maximum dollar amount of \$40.00 that may be bet within each circle.

The minimum bet that may be played for one position is \$5.00 (which is the minimum of one circle) with a maximum bet of \$1000.00 (which is the maximum amount for 25 circles $25 \times 40 = 1000$) for that same position.

Bets are in increments of \$5.00.dollars.

Any chip denomination may be played as long as it's within the minimum and maximum range set forth above.

Circles 1 thru 3 will have a total collection fee of \$0.50 cents. If you use the \$5 - \$40 per circle range, the minimum bet for those three circles is \$15.00 and a maximum bet for those three circles is \$120.00.

Circles 4 thru 13 will have a total collection fee of \$1.00. If you use the \$5 - \$40 per circle range, the minimum bet for those 10 circles is \$50.00 and a maximum bet for those 10 circles is \$400.00.

Circles 14 thru 25 will have a collection fee of \$2.00. If you use the \$5 - \$40 per circle range, the minimum bet for those 12 circles is \$60.00 with a maximum bet for those 12 circles is \$480.00.

The player with the most money bet in a position is the one to control the cards in that position.

Collection

Collection is based on three ranges:

Players betting \$5.00 to \$120.00 may place their bet within the first 3 circles and will pay a \$0.50 cent collection to the house.

After the first three circles are bet, players will have to place their bet in the next set of circles which is 4 thru 13 with a betting range of \$5.00 to \$400.00 and pay a \$1.00 collection to the house.

After circles 1 thru 13 have been bet, players will have to place their bet in circles 14 thru 25 with the betting range of \$5.00 to \$480.00 and pay a \$2.00 collection to the house.

All circles must be bet in order 1 thru 3, then 4 thru 13 and then 14 thru 25.

21st Century Blackjack

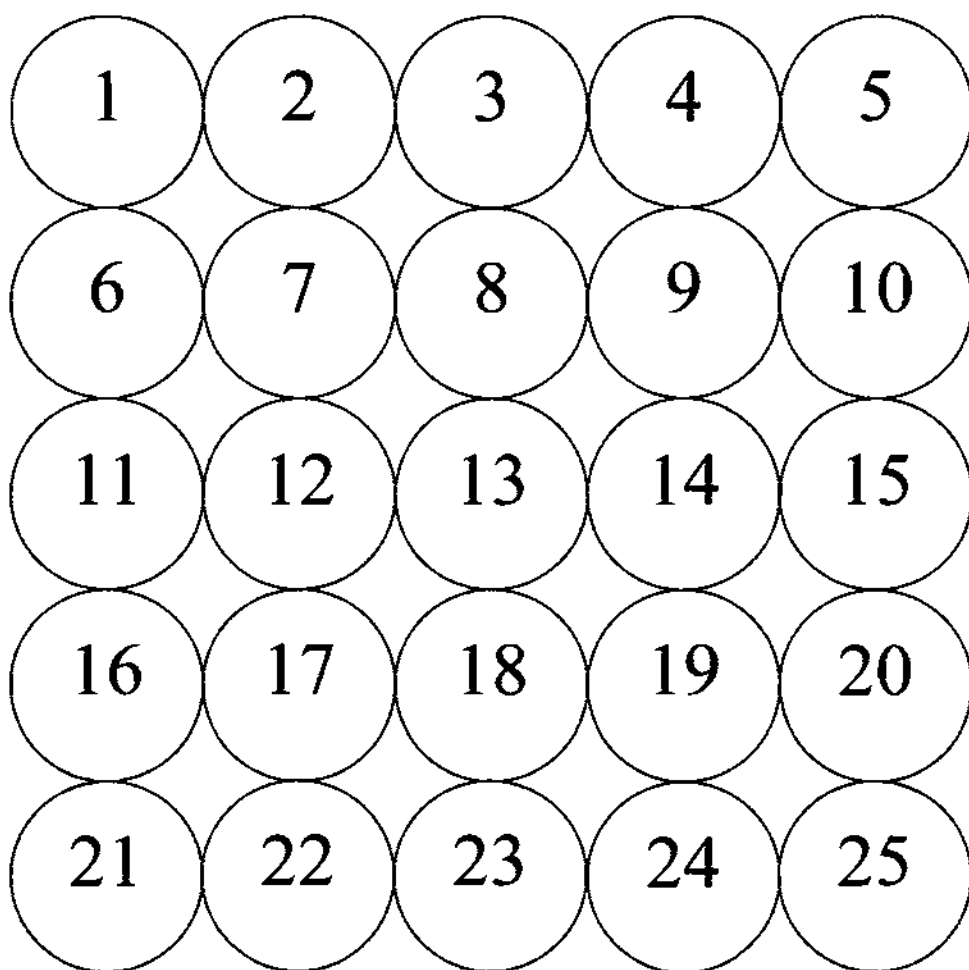
The player/dealers collection is based on the total amount of bets in play on the table during one bank and is always double of the player's collection when referring to the dollar denomination.

Please refer to the table layout on the next page to see how the betting circles are numbered. Each betting circle has a minimum dollar amount of \$5.00 to the maximum dollar amount of \$40.00 that may be bet within each circle.

All collection must be paid to the house prior to the dealing of the cards.

21st Century Blackjack

The table layout has seven positions numbered exactly like this.



NO BUST 21st CENTURY BLACKJACK

4.01

4/23/2006

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21st Century Gaming Concepts Inc., is prohibited by law.**

Existing issued patents

6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9.

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

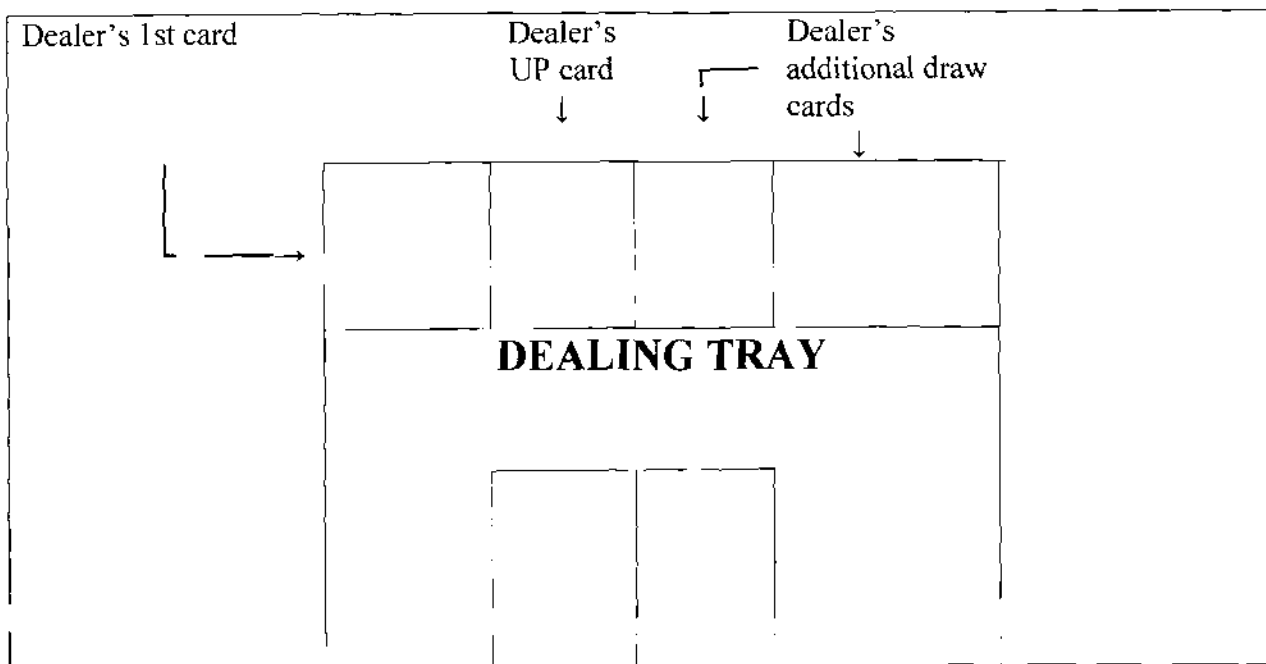
ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats seven players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.
13. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



14. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

15. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
17. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21 1/2) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural", the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural" the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural."
7. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "Natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to seven primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS & INSURANCE

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural. The Player must place a second wager of equal or lesser value to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total. Multiple double-downs of cards is permitted but not to exceed 2 (two) double-downs from the initial hand, which would be a total of 3 (three) hands.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace, facedown. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted but not to exceed 2 (two) splits from the initial hand, which would be a total of 3 (three) hands.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can only surrender after the Player/Dealer second card is dealt and before the first player to act has acted and if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Wagers

Each betting circle has a minimum dollar amount of \$5.00 to the maximum dollar amount of \$40.00 that may be bet within each circle.

The minimum bet that maybe played for one position is \$5.00 (which is the minimum of one circle) with a maximum bet of \$1000.00 (which is the maximum amount for 25 circles $25 \times 40 = 1000$) for that same position.

Bets are in increments of \$5.00.dollars.

Any chip denomination may be played as long as it's within the minimum and maximum range set forth above.

Circles 1 thru 3 will have a total collection fee of \$0.50 cents. If you use the \$5 - \$40 per circle range, the minimum bet for those three circles is \$15.00 and a maximum bet for those three circles is \$120.00.

Circles 4 thru 13 will have a total collection fee of \$1.00. If you use the \$5 - \$40 per circle range, the minimum bet for those 10 circles is \$50.00 and a maximum bet for those 10 circles is \$400.00.

Circles 14 thru 25 will have a collection fee of \$2.00. If you use the \$5 - \$40 per circle range, the minimum bet for those 12 circles is \$60.00 with a maximum bet for those 12 circles is \$480.00.

The player with the most money bet in a position is the one to control the cards in that position.

Collection

Player's collection is based on three ranges:

- Players betting \$5.00 to \$120.00 may place their bet within the first 3 circles and will pay a \$0.50 cent collection to the house.
- After the first three circles are bet, players will have to place their bet in the next set of circles which is 4 thru 13 with a betting range of \$5.00 to \$400.00 and pay a \$1.00 collection to the house.
- After circles 1 thru 13 have been bet, players will have to place their bet in circles 14 thru 25 with the betting range of \$5.00 to \$480.00 and pay a \$2.00 collection to the house.

All circles must be bet in order 1 thru 3, then 4 thru 13 and then 14 thru 25.

Please refer to the table layout on the next page to see how the betting circles are numbered. Each betting circle has a minimum dollar amount of \$5.00 to the maximum dollar amount of \$40.00 that may be bet within each circle.

The Player/Dealers collection is based on three ranges:

The player/dealers collection is based on the total amount of bets in play on the table during one bank

- When the total amount of bets in play range from \$5.00 to \$120.00 the collection fee is \$1.00.
- When the total amount of bets in play range from \$125.00 to \$520.00 the collection fee is \$2.00.
- When the total amount of bets in play range from \$525.00 to \$6000.00 the collection fee is \$4.00.

All collection must be paid to the house prior to the dealing of the cards.

The table layout has seven positions numbered exactly like this.

